Bard College: College of Metal
Musical Archetype 1
by Lord Rumfish

Legalese

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Bard College: College of Metal

As the player of any trumpet knows, metal has resonant qualities that can be useful musically. Bards of the College of Metal take this a step further by insisting that any metal can be made resonant if you play (or scream) loud enough. Tapping into the elemental properties of metal, these bards can conduct electricity through a special axe-lute to enhance their attacks, and the most powerful members can destroy with their voice alone.

Bonus Proficiencies

When you join the College of Metal at 3rd level, you gain proficiency with medium armor, heavy armor, and martial weapons.

You also gain knowledge of how to create an axe-lute. If you have access to a battleaxe or a greataxe, as well as a lute or similar stringed instrument, you can spend 8 hours crafting to combine the two items into an axe-lute. The item can be played as a musical instrument or used as a weapon equally well, and it weighs 1 lb. more than a normal weapon of its kind.

Brutal Jolt

Starting at 3rd level, you can infuse your axe-lute with electricity. When you use Bardic Inspiration to grant a creature an inspiration die, your axe-lute deals an additional 1d4 lightning damage until the beginning of your next turn.

At 10th level, the additional damage increases to 2d4 lightning damage, and at 15th level to 3d4.

Shredding Axe

At 6th level, you can make a rapid assault with your axe-lute while also playing it between strikes. As an action, you spend two Bardic Inspiration uses to give a creature an inspiration die (which triggers your Brutal Jolt ability), and simultaneously make two melee attacks with the axe-lute.

You cannot use this ability if you have no Bardic Inspiration dice left.

At 17th level, you make three melee attacks with the axe-lute instead of two with this ability.

Killer Vocals

Starting at 14th level, you can create a cone of destructive thunder using only your voice. Using an action, you spend three uses of your Bardic Inspiration to project a 60-foot cone starting from you. Creatures within the cone must make a Strength saving throw or take 6d10 thunder damage, be pushed back 20 feet, and knocked prone. Objects that are not held or carried by a creature are also affected.

Creatures who succeed on their saving throw take half damage and are not pushed or knocked prone.

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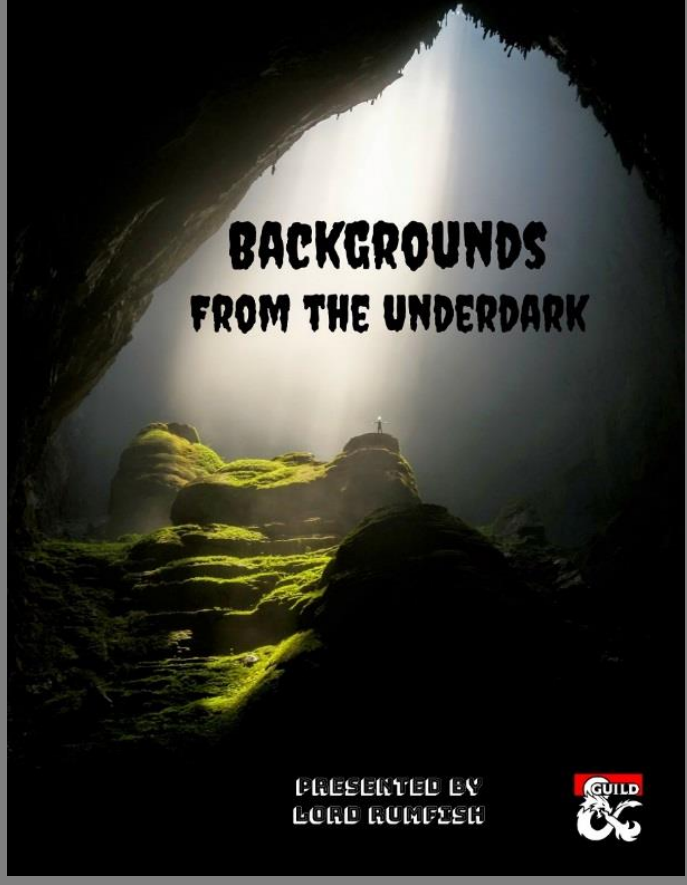
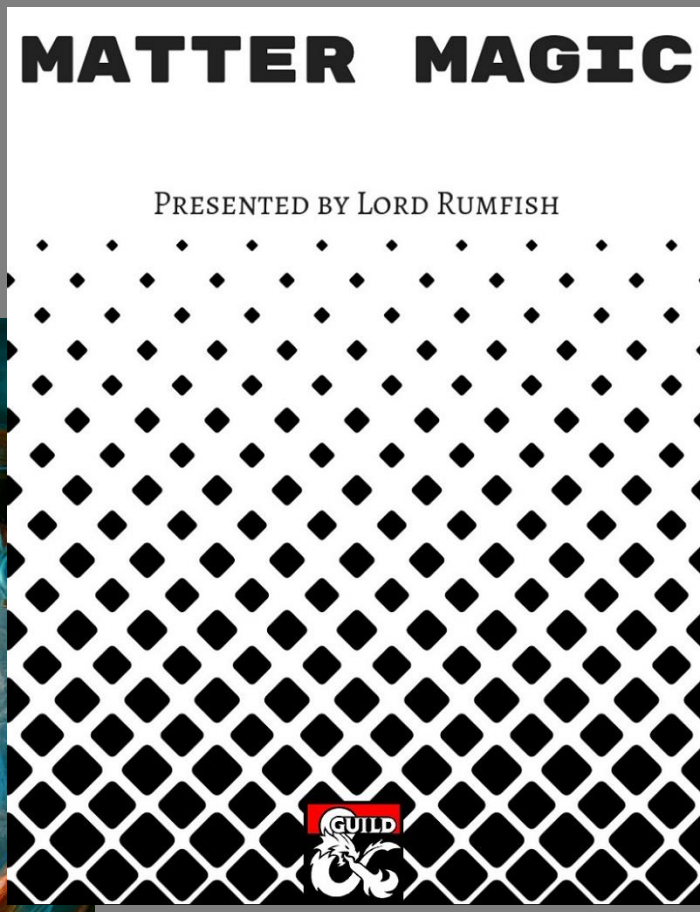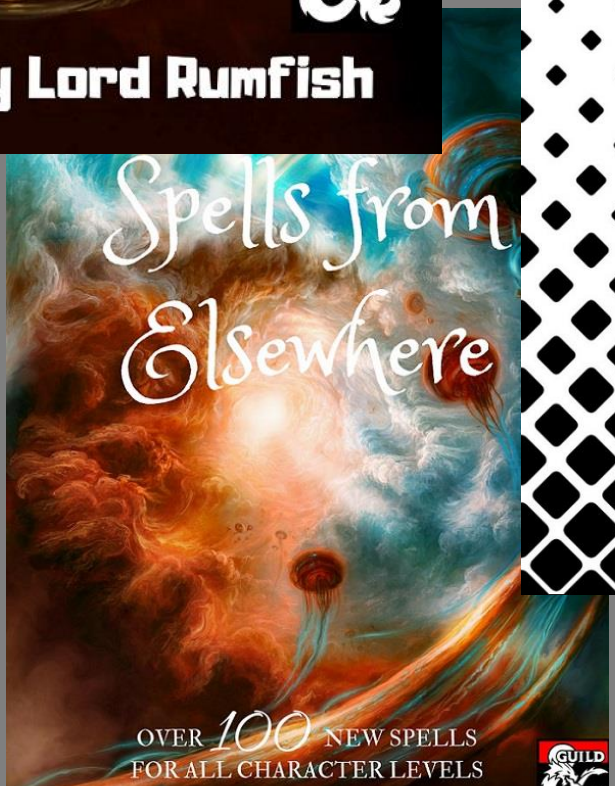
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